

# Marauding Multiplication

by Pyramid Software, S.A.

for the John Sands Sega SC3000 Computer

Minimum System Sega SC3000, 16K RAM minimum required.

## How to play MARAUDING MULTIPLICATION

Here they come! The Space Marauders from Zorgon-IV

They swoop down toward your spaceship, an evil enemy.

Can you fend off the attack?

Manoeuvre your ship with the left and right arrow keys

Aim at a marauder by going beneath it. Type in the firing code  
(answer the marauder's problem), then press the spacebar  
to shoot. Zap! Got it!

But wait! Here comes the next wave, and they're moving faster!  
Better get ready . . .

## Getting the most out of the game

(Suggestions for parents and teachers)

MARAUDING MULTIPLICATION was originally designed  
for use in a Primary School in South Australia. It was found to  
be successful in helping children learn multiplication tables.  
In addition, a marked improvement in children's own attitudes  
towards themselves as learners was observed.

Based on our experience, we recommend the game should  
be played every day for best results. To ensure children keep  
a high level of interest, we suggest no more than two games  
at one sitting. A record should also be kept of skill levels and  
scores attained so children can see the progress they make

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Other games in the MATHS BLASTER series include  
Tank Addition, Satellite Subtraction, Demon Division

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A computer based learning activity by Dean Hodgson.

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## Tape loading instructions

For John Sands Sega SC3000 Personal Computer

1. Connect computer as shown on the user instruction card  
and insert BASIC cartridge

2. Connect a lead from the earphone socket of the tape recorder to the "IN" socket at the back of the computer
3. Switch the computer on.
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key the message LOADING START will appear on the screen.
5. Insert the tape in the tape recorder and press the play button. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.
6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.
7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.
8. There are two copies of the program on the labelled side of the tape, separated by approx. 10 second gap.

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